PAUL'S ELECTRIC COMPUTER

PRESENTS

Softcorn. #1

FOR APPLE* COMPUTERS

It is likely you have never seen a program like this...and just as likely you never will again!

With a great deal of research, considerable effort in programming and with a touch of pride this series of programs is presented your own personal enjoyment.

If you have an Apple* Computer it may prove even more fun.

We invite all users of these programs to LIST the programs, preferably after LOADING them, and to the amazement of those who have never shared this experience it will be quite exhilarating to see the lines of text flash upward on the screen. To the more experienced programmer the REMarks will prove of great interest in knowing how the programs work and what strange things go through the mind of a programmer set off by himself/herself in a God-forsaken desert town like Las Vegas with nothing to do of an evening except devise such programs, because of a lack of other forms of entertainment normally available to you folks in larger cities.

The desert heat doesn't help either, you know.

But, in any case, we certainly hope you do enjoy this series of programs and will realize that this material is not indicative of the rest of our "normal" programming, some of which is actually quite clever, informative and/or educational.

Now...

Why not insert the disk into your Disk Drive, and put the power on. We, in the West, call that "booting a disk"...and you will be pleasantly surprised by examining the CATALOG, and delighting in an experience which no others will likely experience.

SYNEDOCHE

(NOTE: This Disk is designed to automatically run the Synedoche routine when a Disk is booted. If you do NOT want to use this program, merely press RETURN or shut off the main power switch at the fuse box outside.)

This remarkable program was developed after intensive research revealed that most folks who use computers are so used to buying protected self-booting disks, that when a "regular" disk is used and they are faced with looking at a CATALOG (this is the author's term for the bunch of stuff you see on the disk similar to a table of contents in Playboy* Magazine, for example) that many of the folks just stare at the screen for hours not knowing what to do next, if anything.

Violin! Therefore, Synedoche was devised. As one may be able to see by examining the LISTING of this strange disk fiendishly useful program, parts of the program have come from other sources. However, more then half of it is original and those whose computers have lower case capability will find the LISTING remarkable. To those unable to display lower case, sorry. We suggest that you write to Dan Paymar*, in Durango Colorado, one of the pioneers in lower case for the Apple*. We used to write to Dan all the time.

The Synedoche program is completely automatic, and for those who could care less about the listing let us assure you that you are not missing any dirty stuff by not looking. In fact a lot of the stuff in the listing is very old stuff, been around for a long time, just never used in the ingenious manner used by the author in this series.

You may wish to adapt this to other disks you may own, unless you decide to sell your computer after running all the programs you just purchased.

The Synedoche program can be used to greatly help you on your own disks. Just transfer in the normal manner, using the FID program on your Master Disk, the "Dupe-it" program on the Caveat Emptor new Copy/Disk, the LOAD - SAVE technique as explained in the Gold Book many of you received with your Apple* Computers or the bit copy method whereby you type a little bit of the program each night until done.

Please credit the name "Synedoche" in the program, since we paid an advertising agency plenty for the name and they won't even tell us what it means!

SIN PALACE

This adventure, our best selling program, is really the SIN PALACE II version. It is an adventure which carries you through nine thousand rooms, allowing you to do whatever you choose.

This program, regrettably, was designed for men only and ladies who have inadvertently started this program will be bitterly disappointed. The publishers suggest they send for SULTAN'S PALACE which was designed for those of the female persuasion.

SIN PALACE can be a mildly amusing novelty or a sordid and enervating experience depending on your imagination and information entered into the program as you proceed.

OUR GUARANTEE: If you last until the end of the program, and have enough strength, courage and stamina...you will finish the program with a smile on your face!

The program is self-prompting, no programming skills are required and even the knowledge of English grammar and syntax is not a requirement. Use of Anglo-Saxon derived words may enhance your enjoyment.

Activate the program by selecting "B" with the SYNEDOCHE program, or -- if you are in normal catalog mode, type "RUN SIN PALACE".

Each time you elect to continue the "adventure", a sensual counting mechanism will be activated so that certain descriptors will change as you continue.

Although SIN PALACE II does contain 9000 rooms, the program will only allow you to enter a small percentage of them each time you play. The more games you play -- if you have the patience and desire -- the more rooms you can visit. Our marketing staff had asked that we prepare an actual listing of the rooms but our research people tell us it would take more than 136 pages of normal typewritten copy to provide the listing and thus make it too expensive for any except Z-80 Softcard* users to purchase.

We suggest that you start the program in a very simple manner, perhaps by using the suggested words and several common (or should we say ordinary?) girl's names to get the hang of the program. Then, you may wish to shut the doors, turn up the radio quite loudly and go at it with a creative flourish.

The program suggests using verbs as single words, however as your experience broadens you may find it stimulating to use multiple words. Gerunds should only be used by the most experienced persons.

The program will end automatically. You may resume by typing "RUN" or return to the menu by typing "RUN XXXX" (where XXXX is the FIRST title in the Catalog on the Disk.

L.U.S.T.

This program is a direct result of the sporadic requests we received from purchasers of the original version of SIN PALACE, from folks who had tried that experience...and wanted more.

L.U.S.T. -- not for dullards nor the unimaginative -- is actually

a Quasi-Erotic experience and should be treated as such.

We invite your attention to the LISTING of this program which better reveals how the title was derived. If you do not wish to LIST the program, then merely LOAD by pressing "C" or typing "RUN L.U.S.T.". Please do not forget the periods (the little dots which look like this .) or the thing won't work.

The program is self explanatory and will react directly to the wishes of the operator. If you are a Big-Time Operator you may get more out of this program then some klutz who lives in certain parts of New England or San Diego.

The program will determine your sex, if any, and that information the program will use to determine proper responses.

While the responses may not be too thrilling each and every time, many times the answers will be surprisingly accurate and -- perhaps -- startling. At no time should you be offended by the answers, for after all, YOU asked the questions.

The data bank starting at Line 7314 (update Lines 1932-2001) may be greatly increased by the user, particularly if some understanding of BASIC computer language is known and an erotic tendency is exhibited as well. The author is NOT interested in seeing what words YOU add to the vocabulary.

We do suggest that when a name is asked for, you use both your first and last name -- at least once in the sequence.

Actual names need not be used, if your modesty prevents. Please do NOT use names of TV stars, movie actors or other celebrities or names of computers, computer magazines or peripheral equipment makers unless you use a little "c" in a circle, or so we have been advised by our legal staff.

The program will end automatically. You may resume by typing "RUN" or return to the menu by typing "RUN XXXX" (where XXXX is the FIRST title in the Catalog on the Disk).

TICKY=TACKY

A new twist on an old game. The game of Tic-Tac-Toe is now for ALL sexes.

LOAD the program using "D" or, if in normal catalog, "RUN TICKY=TACKY!".

The program is self-prompting and you only need to answer questions like:

1) Are you a boy?

2) Are you a girl?

3) Other?

answer each question as you wish -- no permanent record is ever kept on the disk, and when you shut your computer off, it is almost impossible for anyone to ever determine your answers.

The game is played using the traditional method of play for Tic-Tac-Toe, but even if you have never attempted this ancient game of skill, daring and excitement...the computer will guide you gently though the procedure.

Caution: Do not be too impatient, wait for the cursor (the little blinking white light) before you reply. Making a play before your partner (or the computer) is ready can cause certain complications at a later date.

For your guide, the positions on the screen (nine of them) are identified with the following code:

```
1 2 3
4 5 6
7 8 9
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wherein each number represents a box which is displayed on the screen. It will not be necessary to remember these numbers, nor memorize the sequence, since it will be displayed on screen each time you have to make a move. The computer knows what to do.

The object of the game is to get three identical symbols in a row, horizontally (left to right), vertically (top to bottom) or kitty-corner (diagonally). First one (you or computer) to do so wins. Sometimes there is a tie.

You may wish to experiment with different "choices" in the program, for if you do not, you might as well have purchased our Tic-Tac-Toe game for kids which is done with X's and O's and is much cheaper.

A color monitor (or TV) is suggested.

We hope that YOU will be able to identify with this game, to SOME degree.

The program will end automatically. You may resume by typing "RUN" or return to the menu by typing "RUN XXXX" (where XXXX is the FIRST title in the Catalog on the Disk).

PLAY DOCTOR

This program was developed after reading a great number of medical journals. Well, not exactly medical journals, actually magazines at the doctor's office while waiting to be examined.

Many of the publications, because of their age, proved a delight and a fine inspiration. We felt much the same way about the nurse.

The final stroke of inspiration, or "pomme de terre" as they say in French, came when the Doctor submitted his report as to our medical condition including the diagnosis, prognosis and financial statement.

That, then, inspired this.

Activate the program by selecting "E" with the SYNEDOCHE program, or -- if you are in normal catalog mode, type "RUN PLAY DOCTOR".

The program is completely automatic. You can use a printer, if you have one. If you do NOT have a printer, please be honest otherwise the computer will spend hours looking for one. You may determine the length of the report by selecting any number between 1 to 100 (1 for very short and 100 for boringly long). Try 5 or 10 to start with. The speed will be how fast you can read the screen (1 very fast, 100 very very very slow). Try 10 to start. If you are using your printer, use speed of 1.

The printer set up may cause problems, since everyone's is just a little different. The program was written for 80 column output on Centronics-type. Please check line 410 in the program to adjust for your printer.

This program should not be used by kids or old geezers.

The program will end automatically. You may resume by typing "RUN" or return to the menu by typing "RUN XXXX" (Where XXXX is the FIRST title in the Catalog on the Disk).

Please note that any advice and/or information which is presented in this program is presented as a novelty, as a joke, as a fun thing so PLEASE do not do ANYTHING this program says, until you check with YOUR doctor. In other words, please -- see your Lawyer.

ONE OH TWO
(102 Ways to make your loved one happy)

This program is designed for both sexes, although it is in no way interactive. In fact, the author frowns on interactive programs and thinks that sort of thing should best be taken off the streets and put into the home, where it belongs.

Don't expect any more from this program then you put into it. You must realize that some of the answers and advice presented may not be applicable to you, but then, there are parts of the Constitution that you may be in disagreement with as well.

Merely LOAD the program using "F" or, if in normal catalog, "RUN ONE OH TWO" and answer the simple brief question as to your choice of a number from 1 to 102.

Our pre-release studies revealed some very strange answers to that inquiry, so the program is ready to answer them. We would hope instead that you are able to appreciate the information

furnished and realize the nature of the program itself and its value to any mature consenting adult. Kids will just not appreciate some of the bizarre suggestions offered.

We have found that people from mixed marriages (where parents are of different sexes) seem to enjoy learning and sharing some of the new experiences the most. Folks from the New England area seem to have a problem with relating to many of the suggestions made in the program, it may be the Puritanical background of that region.

This program has been very popular with folks in Las Vegas and Reno, Nevada -- most likely because of the unusual attitude taken toward sex, marriage, love and the TV Guide* by the author.

102 Ways is completely user-oriented and detailed (if boring) instructions are furnished within the program itself.

After exiting program, you can return to the menu by typing "RUN XXXX" (Where XXXX is the FIRST title in the Catalog on the Disk).

THE SEX TEST

This program is really not what it may seem to be. Actually it is less of a voyeur's delight then a challenge to a computerist who likes to program. It is a puzzle and/or a challenge to decipher the replies transmitted to the screen after looking at the listing of the program.

To LOAD The Sex Test, use "H" or, if in normal catalog type, "RUN THE SEX TEST".

That the program requires a good command of the English language, a knowledge of syntax, grammar, punctuation and spelling and in addition may invoke a knowledge of programming skills, computer jargon, close working relationship with BASIC and a clever, diabolical albeit jaundiced and unindifferent attitude toward the United Nations, Gambling and the entire microcomputer industry, may very well be the reason this program was rejected by most of the leading (and several of the trailing) computer magazines.

You will -- we are sure -- have no trouble with it at all. The bashful user will find most of the dirty words removed from the program listing.

The program is completely user-oriented, so after you LOAD the program, just follow the simple directions.

CAUTION: Do NOT answer any question until you are asked. Do NOT volunteer any answers you might be ashamed of later. Do NOT write to the author and suggest different answers than you receive, although -- once the code is broken -- you are certainly at liberty to change those answers as you wish.

The program will end automatically. You may resume by typing "RUN" or return to the menu by typing "RUN XXXX" (Where XXXX is the FIRST title in the Catalog on the Disk).

SMART.ASSM

This program is really the result of a thorough study of the
inner workings of the Apple* computer and what happens when one
probes deep within the secret recesses of the little black things
with the wire legs which look a lot like little bugs, and all the
transistors and resistors and things like that, while the power
is still on.

Some of the results of this exploration are best left unsaid.

However, it is strongly suggested that you key "I" or RUN the
program with the clever title of:

<div align="center">S/A INSTRUCTIONS</div>

before running the actual SMART.ASSM program. (Press key "J" or
type "RUN SMART.ASSM")

Please do not be too concerned as to whether or not you may have
the required skills needed to run this program, since not many
folks who work with BASIC programs understand machine language.
The author of this program certainly had a very limited knowledge
of machine language, and didn't do too well in BASIC, which may
be the reason this program was rejected with publisher's comments
so lurid, so pallid, so livid -- the author was inspired to write
two new programs "Sex inside the ROMS" and "Do you know if the
little red light on the Z-80* card is REALLY working?" both of
which are now being thoroughly investigated by the Conference of
Computer Magazine Publishers of America.

The program SMART.ASSM loads in the conventional manner and if
you will follow the instructions EXACTLY as defined, you will
learn more about your computer and the errors it can catch, then
you may every really want to know.

Follow on screen instructions to continue this educational course,
or type "RUN XXXX" (Where XXXX is the FIRST title in the Catalog
on the Disk).

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